What is the place of Machine Translation in today's gaming industry?

Moderator: Mike Dillinger
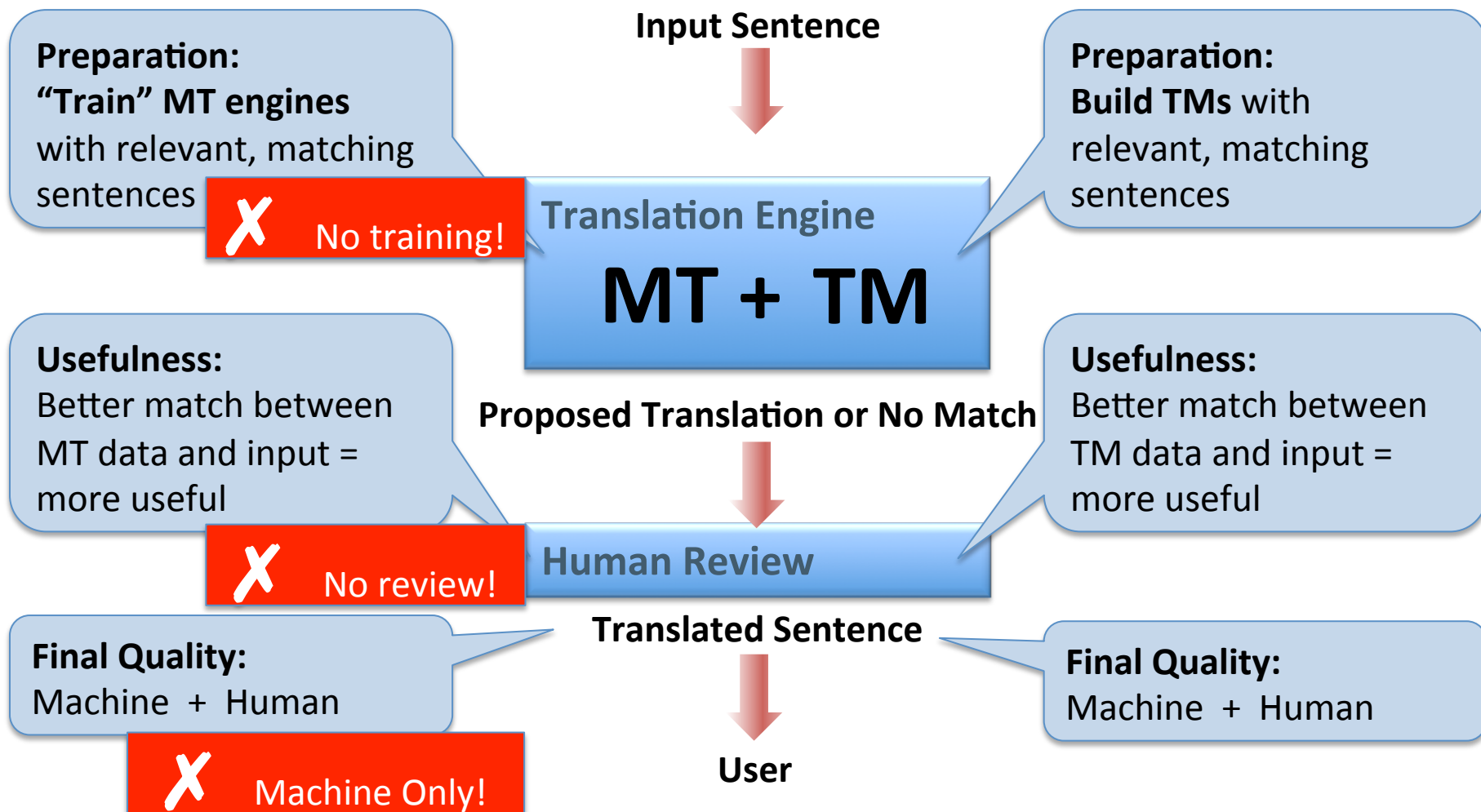President, Association for Machine Translation in the Americas

Organizer: Michel Buch-Andersen
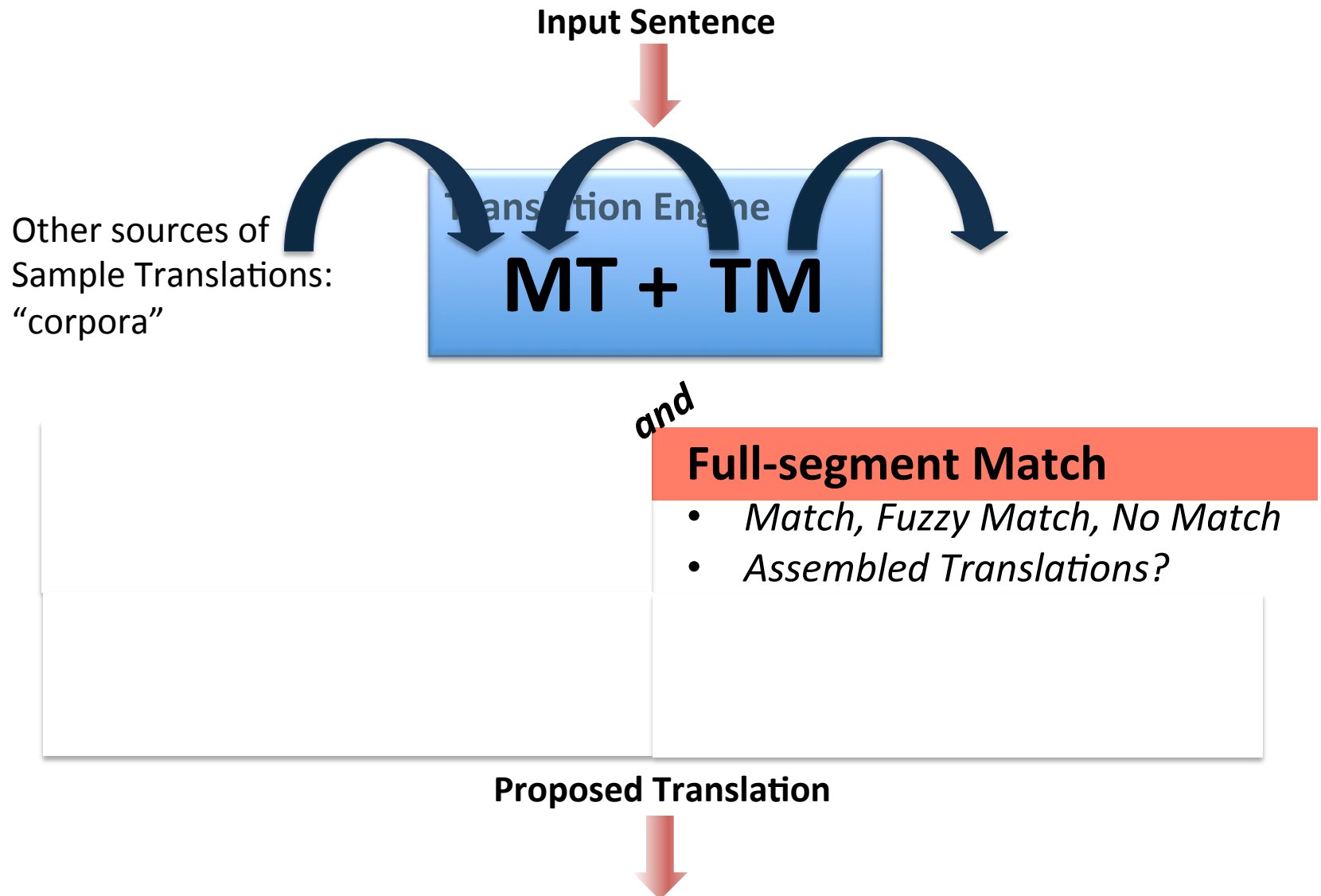Director, Business Development, Pole To Win International

LOCALIZATION SUMMIT

POLE TO WIN

GAME DEVELOPERS CONFERENCE
SAN FRANCISCO, CA
MARCH 17–21, 2014
EXPO DATES: MARCH 19–21
2014

MT from the outside

Input Sentence

Preparation:
"Train" MT engines with relevant, matching sentences

✗ No training!

Preparation:
Build TMs with relevant, matching sentences

Translation Engine
MT + TM

Usefulness:
Better match between MT data and input = more useful

Proposed Translation or No Match

Usefulness:
Better match between TM data and input = more useful

✗ No review!

Human Review

Translated Sentence

Final Quality:
Machine + Human

✗ Machine Only!

Final Quality:
Machine + Human

User

Machine Translation *adds* extra functionality for translators.

MT from the inside

Input Sentence

Translation Engine

MT + TM

Other sources of
Sample Translations:
"corpora"

and

Full-segment Match
- *Match, Fuzzy Match, No Match*
- *Assembled Translations?*

Proposed Translation

Questions for Discussion

Input Sentence

Preparation:
"Train" MT engines
with relevant, matching
sentences

Translation Engine

MT + TM

Proposed Translation or No Match

Usefulness:
Better match between
MT data and input =
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Human Review

Translated Sentence

Final Quality:
Machine + Human

User

1: How useful is MT right now?

2: Which MT system should I use?

3: Which content is best for MT?

4: What's the best process for using MT?

The Panelists

- **Michaela Bartelt**
  Senior Director, Worldwide Localization, EA

- **Beatrice Compagnon**
  CEO, Vienna Group International

- **Declan Groves**
  Linguistic Engineer, Microsoft

- **Kirti Vashee**
  VP of Enterprise Translation Sales, Asia Online